


AMENDMENTS TO THE SPECIFICATION:

Please amend the specification in accordance with the amendments indicated below.


✓ Page 1, replace the title with the following title:

GAME METHOD FOR EFFECTING AGING OF COMPETING CHARACTERS
INDEPENDENT OF GAME PLAYER PARTICIPATION

Page 5, after the 7th paragraph, insert the following:

 -- Fig. 15 shows alternative embodiments of step 75 of Fig. 13.--

Pages 12 and 13, amend the paragraph bridging same as follows:

 First, when "go to the stadium and play a game against another game player" is selected, the terminal apparatus 1A checks the status of the connection to the server 3 over the network 2 (step #71), and judges whether or not on the message board page of the server 3 another game player is registered as wishing to directly

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compete in the baseball game (step #73). When another game player is so registered, the terminal apparatus 1A switches the screen on the monitor apparatus 103 to the locker room screen diagramed in Fig. 7 (step #75) and a list of the game players who can compete is displayed. In this step #75, the following alternate steps shown in Fig. 15 may be employed. In step #75A, only a list of the game players having original characters that have attained a certain rank or above based on ranks determined in step #33 of Fig. 10 are displayed. Alternatively, in step #75B, only a list of game players having original characters ranked within a prescribed range based on the ranks determined in step #33 of Fig. 10 are displayed. When, on this screen, the game player A selects any other game player B (step #77), the server 3 notifies that other game player B, via the network 2, that he or she has been selected (step #79). When that selected other game player B either agrees to compete or refuses to compete, a signal corresponding to that agreement or refusal, respectively, is transmitted to the server 3 via the network 2, wherefore either the server 3 or the terminal apparatus 1A can determine whether the selected game player B has consented to compete against game player A or not (step #81).
